

Appl. No. 10/052,068
Amndt. Dated 8/2/2005
Reply to Office action of 5/3/2005

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

12. (Previously Presented) A method for generating fur comprising:
producing a plurality of hairs representative of a coat of fur;
modifying at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:
identifying a hair of a plurality of hairs of the area as a clump-center hair,
identifying an area size,
indicating clump area parameters including clump-density, clump-size, and clump-percent,
determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,
orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and
dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

13-64. (Canceled)

65. (Previously Presented) The method as set forth in claim 12, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

66. (Previously Presented) The method as set forth in claim 12, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

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67. (Previously Presented) The method as set forth in claim 12, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate.

68. (Previously Presented) A computer readable medium containing executable instructions which, when executed in a processing system, cause the system to perform a method for generating fur comprising:

producing a plurality of hairs representative of a coat of fur;

modifying at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:

identifying a hair of a plurality of hairs of the area as a clump-center hair,

identifying an area size,

indicating clump area parameters including clump-density, clump-size, and clump-percent,

determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,

orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and

dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

69. (Previously Presented) The computer readable medium as set forth in claim 68, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

70. (Previously Presented) The computer readable medium as set forth in claim 68, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

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71. (Previously Presented) The computer readable medium as set forth in claim 68, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate

72. (Previously Presented) A system to implement a method for generating fur comprising:

a memory configured to share data representative of a plurality of hairs representative of a coat of fur; and

a processor coupled to the memory and configured to modify at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:

identifying a hair of a plurality of hairs of the area as a clump-center hair,

identifying an area size,

indicating clump area parameters including clump-density, clump-size, and clump-percent,

determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,

orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and

dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

73. (Previously Presented) The system as set forth in claim 72, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

74. (Previously Presented) The system as set forth in claim 72, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be

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closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

75. (Previously Presented) The system as set forth in claim 72, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate.